

BEZACUBE WEB BASED APPLICATION  
SYSTEMS

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## **ABSTRACT**

Nowdays, the increasing fame of social networking has bought a convenience to human life. Many people rely on the social network as a communication tool to obtain the information from around the world. Basically, this web based is a combination of catalogue product and Social network. In addition this web based is intended to serve human as a tool to fulfill their desires where they can choose any product they like and share it with their friends. By viewing Bezacube web based application, the customer will able to explore more product around their placed

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## **LIST OF ABBREVIATIONS**

TSIS : Training and Services Information System

PHP: Hypertext Preprocessor

ASP: Active Server Page

DB : Database

JSP: Java Server Page

SQL: Structured Query Language

## **PART I**

### **INTRODUCTION**

#### **1.0 SOCIAL INTERACTIVE CATALOG**

Social is related to the activities in which people spend time talking to each other or doing enjoyable things with each other. It always refer to the interaction of human with each other. For the words Interactive in the term of “computer system” is a program that allow users to enter any input. It is different from the words “noninteractive” program, which are when it started it will continue without requiring any human contact such as compiler. The word catalog is for a book containing a list of things that you can buy,use and it is often comes with a picture.

For this system i will use the web based including with social interactive catalog concept to show the list of product around the Malaysia that were add to this server side. This system is required laptop, personal computer or smart phone to view it. The purpose of creating this system is to increase the interactive and the use of e-commerce systems. E-commerce system is a business transaction that conducted on internet such as E-bay,Amazon,Lelong[dot]my and Lazada.

From this system, user can choose and view the product with thier information before purchase it. But E-commerce concept is not the main objective for creating this systems. The main objective are to enhanced the systems, so that the user will feel more comfortable and control over the systems.

In this system user can view the products, give a tips and also reply the feedback regarding the product. They also can view the shop location and get location of the nearest shop in thier marketplace.

Furthermore, user will be given the badge for thier own rewards. The badge will be consist of “Newbie”, “Adventures”, “Explorer” , “Superstar” and “Pro”. This will be given to the users who are been reply very useful feedback on a products



This system also help the user to compare the products in term of price,size and its specification. This comparison facility will be given to the users who are already register for a members.

After user have been register. They need to login into thier own account to access the full mode of the systems. The full mode of the system will given a users, to list all thier wishlist product. This wish list are important because it will remind the user every time they are login into their account.

User also can make a feedback and rating for every posts. The post are including “Friend Activity Post” and “Product Post”. Every user will be given facility to add thier own friends. And every posting that make by thier friends can be reach by thier activity page. They also can give a “like” to a posting or comments that are useful.

The Point Calculation, are one of benefit of using this system. Where for every users that get the points will be given a discount to purchase the products. The calculation of point will be taking from the input by user such as tips, Review of products, Add product location, Add new products and Guidance.

## 1.1 PROBLEM STATEMENT

Currently, there are several problems that need for the usage of this Web Based Systems. Firstly, in Malaysia there are no systems that offer ecommerce with social interactive catalog concept which can facilitate the users to interact with each other. Most of system in Malaysia only offer the product with list of price without being given the authority for user, to take control over the site such as chatting with each other, renovate thier profile page and make a posting.

Secondly, Most of system in Malaysia does not given facilitate to user such as trace the nearest shop in their location. So that, it will help the user to trace the product they like, from thier current location.

Third, Merchant need authentication from Admin to promote their new products. So, this situation will give difficulty to new merchant to promoting their new product, cause it will take a time to get every authentication.

Fourth, If the user still using the manual catalog product, sure, it will give a hard time for them to getting the latest update information about the products. Sometimes, user will get really frusted when they had know that, they already miss the promotion.

As a conclusion, the creation of this system is to solve all the problem above. moreover the creation of this system is to provide and improve the consumer satisfaction on catalog product in malaysia.

### 1.1.1 MAIN AIMS AND OBJECTIVE

There are 4 objective of this project, which are :

- 1) Gives users full control over the page
- 2) Facilitate the users, to finding the product that are in nearby market
- 3) Facilitate the merchant for promoting their new products into the marketplace
- 4) Facilitate users for accessing the updated catalog on every time for 24 hours in a 7 days

## **1.2 REVIEW OF PREVIOUS WORK AND RELATIONSHIP TO CURRENT PROJECT**

This section will describe all relationships between the existing systems and the systems that will be developed

### **1.2.1 Foursquare Web Systems**

Below is a figure shows for the “FourSquare” Systems that has been used for marketing and business today. This system consists two target user, that is merchant and consumer. Through this system, consumer can easily find all the product that they desired by filling the search box.

This system also have a feedback and tips column, which all users can share and leave the important tips to be referred by another users. Beside, this system also have the “follow” function which each business page will be placed with the “follow” button that will take the user directly to the merchant website or blog. Point also will be given to the user who meet the condition required by the “foursquare” terms and condition.

Through this ideas, i’am going to create another system that used the same concept as this systems. But the system that i will created only focused on the business in malaysia

This is a description about the sytems that i’m going to created, Firstly the user have to register as a member to collect the points. Every points will be added into the user account as a reward from the best feedback,tips and online shopping. Secondly This system will be consist with search facility, where members can fill the name of the desired product into the search column. In addition members also can find a nearby store and product through this search column. Apart from that, the system also has a colums which members can compare any product in terms of size, price and it’s specification. Members also can provide feedback and rating for the useful comments.

This system also will be equipped with a “badge” function which is the reward received as been active in providing useful information on the products. This will make easier the other user to refer among them by refer on the badge rating.

While for the merchant, they will be given the privilege to promote their products and update all of their product information also provide feedback to the user

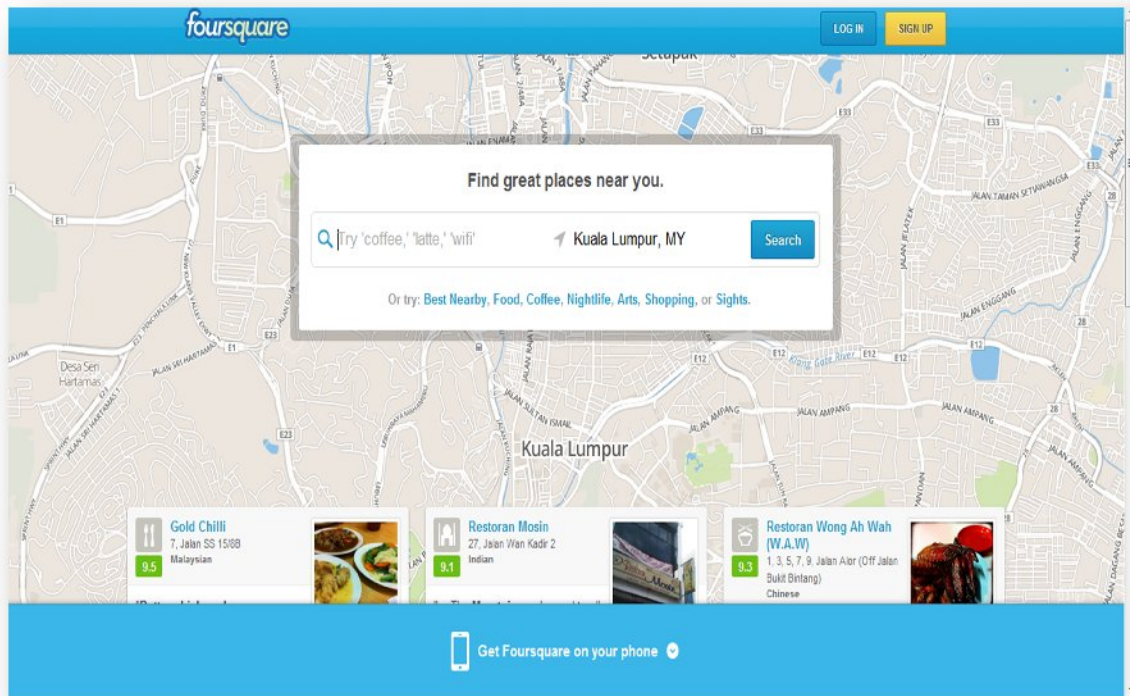


Figure 1 : Home page of Foursquare.com

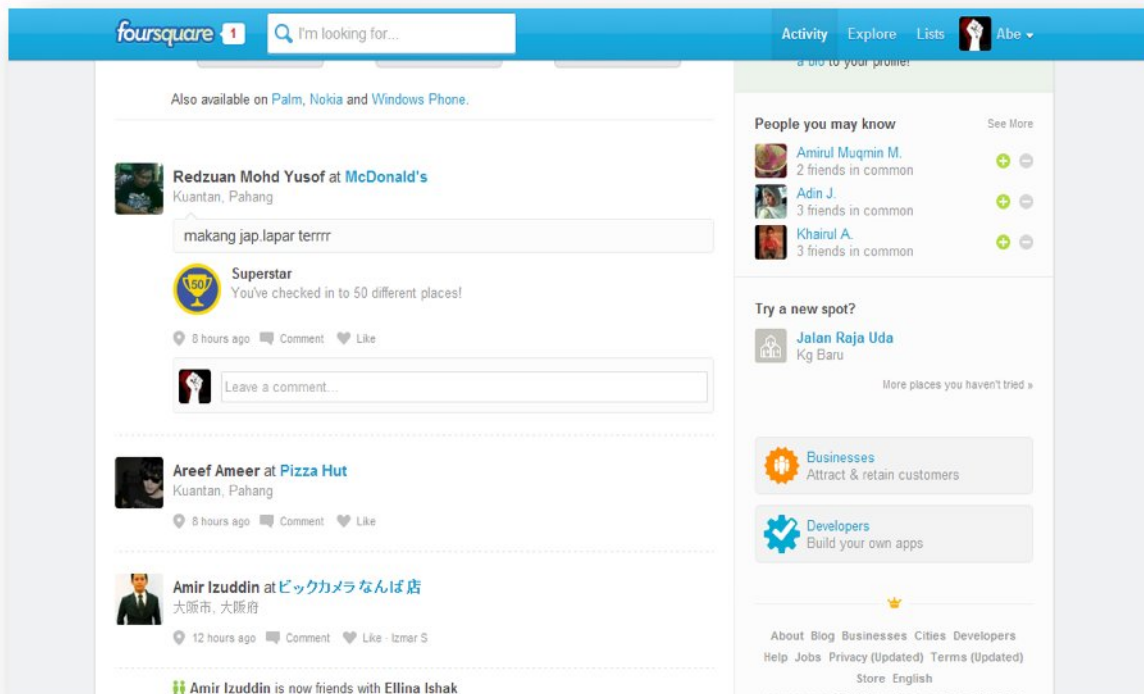


Figure 2 : Activity Page of Foursquare.com

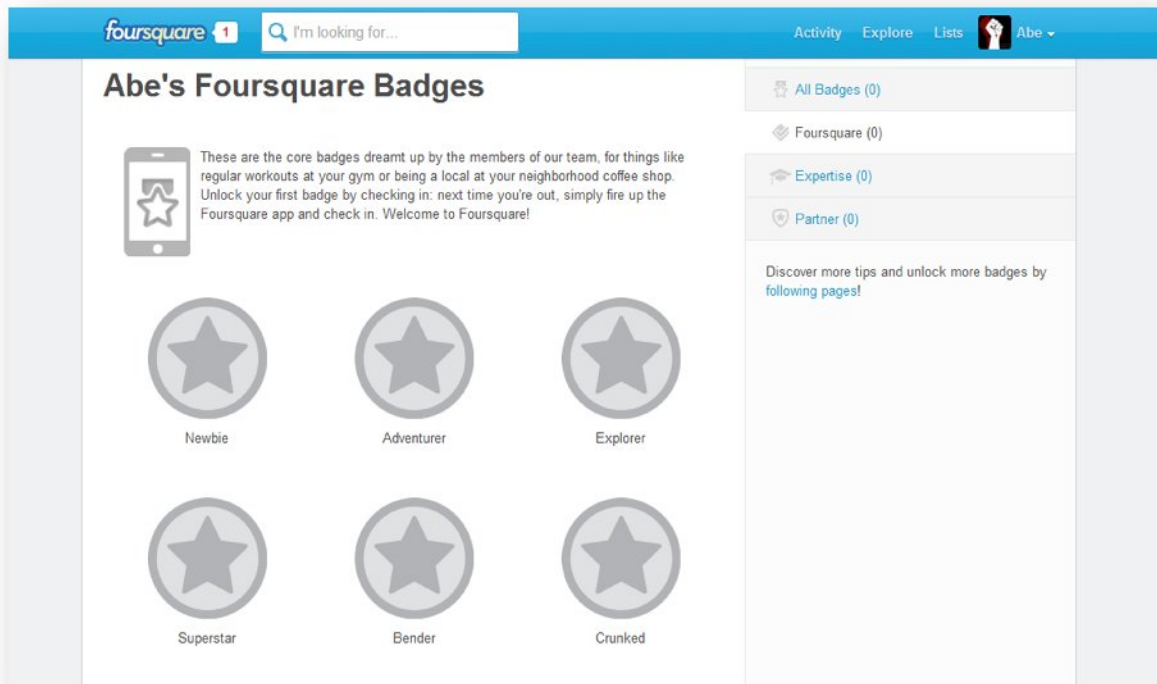


Figure 3 : Badge page of Foursquare.com

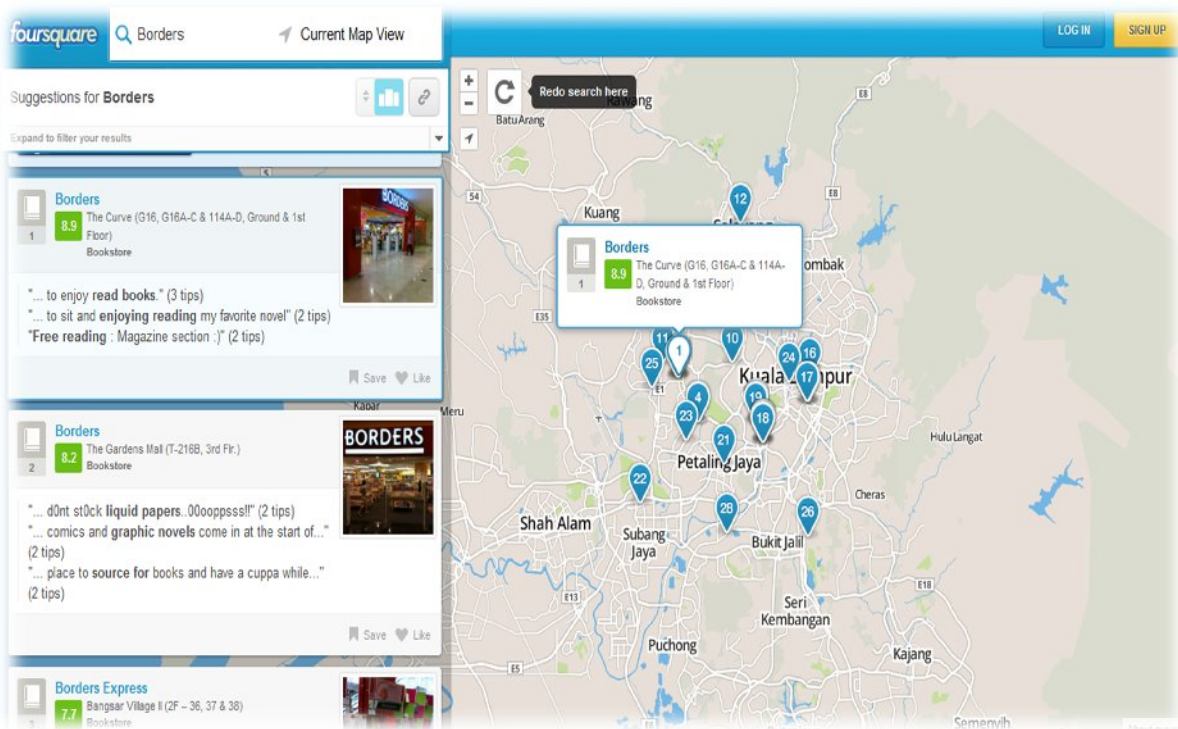


Figure 4 : Location of "Borders" shops in Foursquare.com

### 1.3 CURRENT SYSTEM AND ITS LIMITATION

1) **Ebay.com** is a website that offer catalog service. Problem of this system is, only the admin can promote the products, Merchant have to go through admin for promote their products. Beside that, this system does not offer social concepts such as modifying profile page and interact with each other like chating. In addition this system is lack with tips and product instructions.

2) **Boracube.com** is a website offers a catalog and social system in malaysia. The problem of this system is that the user cannot find out how to use the product. In addition, users also cannot interact socially with each other. They only can reply the post of the products.

### 1.4 TERMINOLOGY

1) **Social Networking** is an user action based on online community, such as create profile, add friend into the lists, chatting and sharing any social media.

2) **Social Media** is a media made to spread information through the social sites. This media publishing can be easily reached

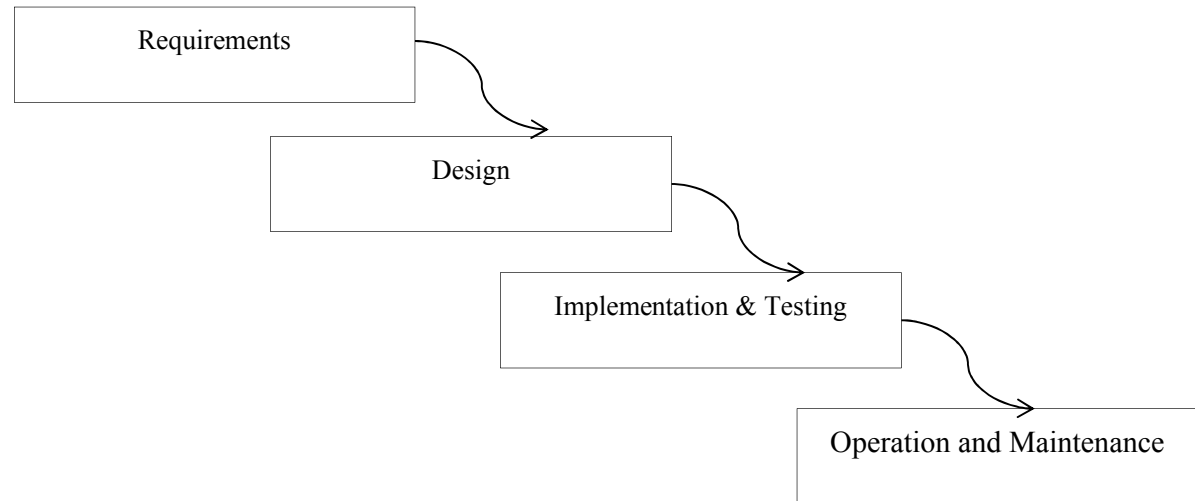
3) **SEO (Search Engine Optimization)** will be used to optimize the used of website while search for the products

4) **Html** is the “Hyper Markup Language” used to program the language in the website. This html used to provide the content and structre of web

5) **API** stands for the words “Application Programming Interface”. Its been used to facilitate the interaction with the other website or allow users to get a data feed directly into their own sites like text,image and video

## 1.5 METHOD OF APPROACH

### 1.5.1 Waterfall Model



**FIGURE 1.5.1 Waterfall Model**

For this section, Waterfall model will be used as a method for constructing this systems. Waterfall Model is the simple Software Development Life Cycle (SDLC) which every phases are organized in a linear order

The first phase is “Requirement Analysis”. The purpose of this phase is to get all the requirement need from customer to developed this systems. This phase will involve documentation containing with the system behavior.

The Second phase is “Design”. The purpose of this phase is to derive the solution for the first phase that is Requirement. Usually this phase will be devided into two design that is Higher level design [Devide the system into components] and Lower level design [Select the algorithm for every components].

The third phase is “Implementation and Unit Testing”. The purpose of this phase is to create the code and test it back to make sure the development of the system is complete.

The next phase is “Verification and validation”. The purpose of this phase is to make sure the system meet the user requirements. The objective of this system is to find defects in the system.

Lastly is “Operation and Maintenance” phase. The purpose of this phase is to make sure if there is any change in the system due to disability, so this phase will make sure the changes will be occur.

### 1.5.2 Dreamweaver

Dreamweaver software will be used to create the user interface and the code for this system. The code will be included with html,css,php and asp language. This system has already included with “real-time” facility, so it will help me to create and see the design without opening the web browser

## 1.6 INDICATION OF SCOPE AND LIMITATION

### (a)System Functionality

This system consists about 13 modules which are:

#### 1)Registration Module :

This module use to register a new members. New members consist of merchant and consumer. They will be asked to complete a personal information form, After that all information will be stored into a server database.

#### 2>Login Module :

This module aims is to allow the users to enter into their profile after check in. Users who use this module is the admin, merchant and consumer. The system will ask for the username and password to identify who is the user.

#### 3)Admin Module :

This module will allow admin to enter and update database system. Database system including the collection of members, page, products, picture, video and feedback

#### 4>User Module :

This module enables users to view and find the information of a products that they want. Besides finding the product, they also can locate nearby products, also give a feedback and chatting with each other

#### 5)Merchant Module :

This module allows merchant to update their products information. Besides updating their product, merchant can also communicate with the customers

#### 6)Catalog Product Module :

This module will display all kind of products in the form of pictures including the price, location,color,size and merchant company

#### 7)Feedback and Review Module :

This module will display all the user and merchant feedback on a products



**8)Tutorial Module :**

This module will teach the users and merchant how to use this systems

**9)Badge and Ranking Module :**

This module will display badge and ranked for every user. Badge will be used as the tool of archivment and refrence for other users. While ranking will plays a role in the acquisition of badge collection

**10)Discount,Voucher and Bonus Point Module :**

This module will display discounts, voucher and bonus points to the user who want to buy the products.

**11)Product Comparison Module :**

This module allows users to compare products in term of price , color , size and all the specification

**12)Wishlist Module :**

This module will display all the list of user wishlist

**13)Activity Module :**

This module will display all friend activities

**(b) Target User**

- 1) Admin
- 2) Consumer
- 3) Merchant

**(c) Software**

Php Zend and Dreamweaver will be used for drawing the GUI (Graphic User Interface) and make coding. Php language and Sql will be used as an intermediate language between the system and the server. While Xampp will be used as a tool for database

**(c) Hardware**

Laptop and Personal Computer will be used with the internet to connect to the systems.

## 1.7 OUTLINE OF MATERIAL

This report consists 2 parts which are introduction and Report Body

### INTRODUCTION

This section describes information of project background. Below are the lists of project background in this report :

1. Problem Statement
2. Review of previous work and relations to current project,
3. Current system and its limitation,
4. Terminology,
5. Method of approach,
6. Indications of scope and limitations
7. Outline of material

### REPORT BODY

These sections expand and develop the material in a logical and coherent manner, reflecting the structure outlined in the Introduction. Below are the report body lists :

1. Software Requirement Specification (SRS) Documentation,
2. Technic/theory/modeling/flow chart/storyboard/all relevant diagram,
3. Methods and materials used,
4. Technical results and comparisons with theory and/or previous work,
5. Discussion and analysis of material,
6. Testing plan and result.



## **2.0 REPORT BODY**

### **2.1 SOFTWARE REQUIREMENT SPECIFICATION**

Below is Software Requirement Specifications (SRS) document that be prepared for this projects. The documentation can be refered as follow :

## PART II

### SOFTWARE REQUIREMENTS SPECIFICATION (SRS)

#### 2.1PRODUCT DESCRIPTION

BezaCube is a web based system that work under the concept of Social Networking. This System consists of 3 main users that are Admin(Future Work), Merchant and Customer .One of the purpose of this system is to facilitate the Merchant to promote thier new products and strore into the marketplace. Market Place will be only in Malaysia. This system will allow the user to view and give a feedback on any product they desire..

In this systems, there are 3 main function that is rating, badge and maps. The rating will be attach for every comment that make by a user, where every user can rate it. The badge will be given to every user as a reward for thier effective posting. This reward will help the other user to recognize them and share some information with them. The maps function is to help the customer and merchant to take a look for a nearest store. So it will help them to buy a products.

##### 2.1.1 PRODUCT PERSPECTIVE

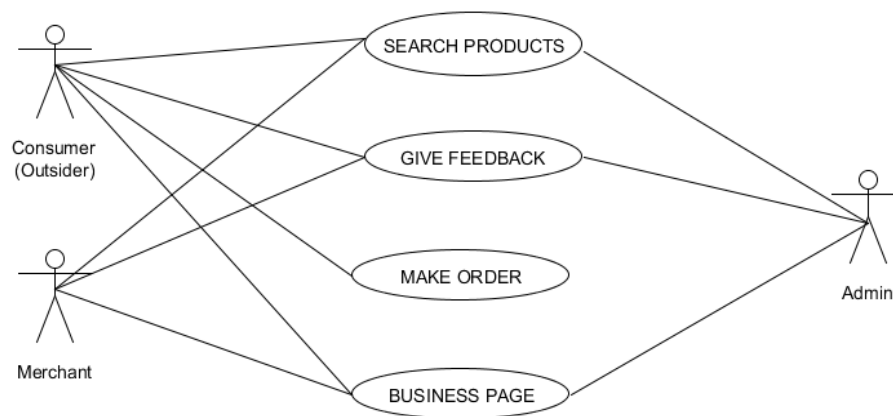


FIGURE 2.1 Use case Function for BezaCube

The Method or Environment that will be used in this system is simple. Firstly, customer will access directly into the system. Then, after they have login, they can search any product they like and give any data Feedback to the product information page. Secondly, after the customer give a data Feedback, the server site will send the feedback into the Business Page. After that, if the customer search for product info, what the server do is reply back the corresponding data or give a redirect purchase link to the customer. In the Business Page, the customer can make an order of the product. Then they can redirectly go to the payment page(third party).

Next is the merchant, merchant will be updated on their own products. They also can, basically search the product, give a feedback and browse the business page.

Lastly is the admin. Basically admin will do a maintenance; and they also can Search the product, give feedback and browse the business page.

### **2.1.2 PRODUCT FUNCTION**

How this systems work? This system is based on E- Commerce or Online Shopping systems, but the involvement of third party will be taking only after this system have been developed.

In this system i will use Data Collection as it's main Function. Firstly this system will use the Social Network as tool of posting such as Google Plus, Facebook, Twitter and Blogger. What the system will do, is to get the news from the Merchant Social Network Site and then posting it into the system .

Second is Photo, this system will use photo to promote the product. In this system there are two kind of photo that is Product Photo and Customer Photo. For the Customer Photo , Customer can update his profile picture and activity with their friends ,they also can post a relevant photo as suggestion to a merchant.

Third is Shop Location, In this system, Customer can trace the location of the shop by clicking on the Company name. After Company name have been click, the system will show the review of product and the maps for the location of shop. This will be handy for a customer to finding a nearest shop in their market location.

Fourth is “tips” ,this system will provide facility to user. Where every user can make a posting on how to use it as a tip for other users. For a merchant, they need to give a tips for every product they post. So that, the tips will help the customer to choose the best products in the site.

Fifth is “Rating” , in this system rating will play as a role for advance forward the level of service. Customer will be given a reward for the higher rate of posting. Posting must be related to the products and must be relevant too.

### **2.1.3 USER CHARACTERISTICS**

Customer : They are core user and able to View, Posting and Order the products.

Admin : They are higher level management, who's can view all the activity make by customer also can make update for the site

### **2.1.4 CONSTRAINTS**

This part of SRS will provide the limitedness of this system :

- 1) Firstly all product or service must be promote or add by merchant, so that, customer can search for it
- 2) All product should be halal, its mean that no prohibited product by islam can be promoted here.

### **2.1.5 ASSUMPTIONS & DEPENDENCIES**

- 1) The map service is depend on the server api. Which mean if the server is been disconnecting. The map be will not work
- 2) The system are been developed based on server. So if user want to view it, they need to use internet connection.

## 2.2 INTERFACE REQUIREMENTS

### 2.2.1 USER INTERFACE

A user interfaces are defined as the system by which users interact with the machine. This are to provide a mean of input which allows users to manipulate a system, and output, to allow the system to indicate the effects of the manipulation done by the users. Thus the goal of this human-machine interaction is to produce a use interface which makes it easy and efficient in producing the desired results.

In the context of user interfaces in Bezacube using Web Based, in order to have efficient and confidential system for users, a few different interfaces had been produced for the purpose of different users:

Below are the interface that involves :

1) Home/Activity :

This is the main interface, where all members activity will be updated here

2) Login Interface :

This is for the Customer to get into full system access. It's requires a username passwords

3) Sign Up Interface :

This is for new Customer or users who want to create new account and to get full system access.

4) Product Interface :

This is to show the list of the products in the catalogue. Where customer didn't need to register to view it.

5) Explore Interface :

This interface will show maps to a customer. Where, its provide a facility for users to find a store location easily. Beside it also will display all the feedback make by customer on the current store.

6) Profile Interface :

This shows the account status of user in the system. The detail are below:

6.1) Badges Interface :

This will show a badges that customer get his level of experience using the products